Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A method of executing code in a client-server environment <u>by</u> <u>defining an extensible mechanism for executing said code on a server that, when deployed on a</u> <u>computer system, adapts an integrated development environment (IDE) to handle new code</u> <u>types, the method</u> comprising:

identifying an input object on a client system, the input object identifying code for executing on one of a plurality of servers;

processing the input object to identify the code for executing on the one of the plurality of servers;

generating, in response to identifying the code for executing on the one of the plurality of servers, code for accessing the code for executing on the one of the plurality of servers;

processing the generated code to determine the one of the plurality of servers on which to execute the code, each code for executing on a server being able to execute on a particular server;

enabling the determined server to access the code for executing on the one of the plurality of servers;

identifying, based on the accessed code for executing on the one of the plurality of servers, one of a plurality of client applications for allowing the determined server to interact with the client system during processing of the code for executing on the one of the plurality of servers; and

processing the code for executing on the one of the plurality of servers.

2.   (Previously Presented) The method of claim 1 wherein processing the input object to identify the code for executing on the one of the plurality of servers includes using a view list of at least one input element for processing a type of code identified by the input object, processing the generated code includes using a server list of at least one server element for determining the

one of the plurality of servers, and identifying the one of the plurality of client applications includes using a launcher list of at least one client element for launching the one of the plurality of client applications.

3.   (Previously Presented) The method of claim 2 wherein at least one of the view list, server list and launcher list is extensible to accommodate additional respective elements.

4.   (Previously Presented) The method of claim 2 comprising maintaining at least one of the view list, server list and launcher list.

5.   (Previously Presented) The method of claim 4 wherein the step of maintaining at least one of the view list, server list and launcher list comprises extending any of the view list, server list and launcher list.

6.   (Previously Presented) The method of claim 1 wherein processing the input object comprises:
        analyzing the input object to determine an input object element for processing the input object; and
        processing the input object using the determined input object element.

7.   (Original) The method of claim 6 including processing user input to determine the input object element.

8.   (Previously Presented) The method of claim 1 wherein processing the generated code comprises:
        analyzing a server element for enabling a deployable object; and
        processing the deployable object using the determined server element.

9.   (Original) The method of claim 8 including processing user input to determine the server element.

10.   (Previously Presented) The method of claim 1 wherein identifying the one of the plurality of client applications comprises:

        analyzing a launchable object to determine a client element for processing the launchable object; and

        processing the launchable object using the determined client element.

11.   (Original) The method of claim 10 including processing user input to determine the server element.

12.   (Currently Amended) An extensible mechanism for executing server side code in a client-server environment that, when deployed on a computer system, adapts an integrated development environment (IDE) to handle new code types, the extensible mechanism comprising:

        a view mechanism for processing an input object identifying code for executing on one of a plurality of servers and outputting a deployable object;

        a server mechanism for processing the deployable object to determine the one of the plurality of servers for executing the code and to enable the deployable object to execute on the one of the plurality of servers, said second mechanism outputting a launchable object; and

        a launcher mechanism for processing the launchable object to determine one of a plurality of client applications for launching the code on the one of the plurality of servers.

13.   (Original) The extensible mechanism of claim 12 wherein said view mechanism comprises a view list of at least one input object element, each input object element processing a type of code identified by the input object for outputting the deployable object.

14.   (Original) The extensible mechanism of claim 13 wherein said view list is extensible to accommodate additional respective elements.

15.   (Original) The extensible mechanism of claim 12 wherein said server mechanism comprises a server list of at least one server element, each server element enabling the deployable object to execute on a particular server and processing the deployable object for outputting a launchable object.

16.   (Original) The extensible mechanism of claim 15 wherein said server list is extensible to accommodate additional respective elements.

17.   (Original) The extensible mechanism of claim 12 wherein said launcher mechanism comprises a launcher list of at least one client element, each client element enabling the launchable object to execute on a particular client for launching the code on the particular server.

18.   (Original) The extensible mechanism of claim 17 wherein said launcher list is extensible to accommodate additional respective elements.

19.   (Previously Presented) The extensible mechanism of claim 12 wherein said extensible mechanism is adapted to launch the one of the plurality of client applications determined in response to the launchable object for executing the code on the one of the plurality of servers.

20.   (Previously Presented) The extensible mechanism of claim 12 wherein at least one of said view mechanism, server mechanism, and launcher mechanism is extensible whereby said view mechanism is extensible to accommodate a plurality of code types, said server mechanism is extensible to accommodate a plurality of servers and said launcher mechanism is extensible to accommodate a plurality of client applications.

21.   (Original) The extensible mechanism of claim 12 wherein said view mechanism is adapted to analyze the input object to determine an input object element for processing the input object and process the input object using the determined input object element.

22.   (Original) The extensible mechanism of claim 21 wherein said view mechanism is further adapted for processing user input to determine the input object element.

23.   (Original) The extensible mechanism of claim 12 wherein said server mechanism is adapted to analyze the deployable object to determine a server element for processing the deployable object; and process the deployable object using the determined server element.

24.   (Original) The extensible mechanism of claim 23 wherein said server mechanism is further adapted for processing user input to determine the server element.

25.   (Original) The extensible mechanism of claim 21 wherein said launcher mechanism is adapted to analyze the launchable object to determine a client element for processing the launchable object; and process the launchable object using the determined client element.

26.   (Original) The extensible mechanism of claim 25 wherein said launcher mechanism is further adapted for processing user input to determine the server element.

27.   (Original) The extensible mechanism of claim 12 wherein said extensible mechanism is adapted to be integrated into an integrated development environment.

28.   (Previously Presented) A computer program product embodied in a computer readable medium having instructions that are to be executed by a processor to have a computer system perform a method in accordance with claim 1.

29.   (Currently Amended) A computer readable media storing instructions to be executed by a processor of a computer system, said processor of the computer system executing an integrated development environment (IDE) for generating code for executing in a client-server environment, said instructions defining an extensible mechanism for executing said code on a server that, when deployed on said computer system, adapts said IDE for handling new code types to:

        process an input object identifying code for executing on one of a plurality of servers, said processing using a view list of at least one input object element, each input object element processing a type of code identified by the input object to output a deployable object;

        process the deployable object using a server list of at least one server element to determine the one of the plurality of servers for executing the code, each server element enabling the deployable object to execute on a particular server and outputting a launchable object; and

process the launchable object using a launcher list of at least one client element to determine a client for launching the code on the one of the plurality of servers.

30.   (Previously Presented) The computer readable media of claim 29 wherein said IDE is further adapted for modifying at least one of the view list, server list and launcher list.

31.   (Previously Presented) The computer readable media of claim 29 wherein said IDE is further adapted to launch the client determined in response to the launchable object to execute the code on the one of the plurality of servers.

32.   (Currently Amended) A method of maintaining an extensible mechanism for executing server side code in a client-server environment by defining an extensible mechanism for executing said code on a server that, when deployed on a computer system, adapts and integrated development environment (IDE) to handle new code types, the method comprising:
        maintaining at least one of:
                a view list of at least one input object element, each input object element processing a type of code identified by the input object to output a deployable object;
                a server list of at least one server element to determine one of a plurality of servers for executing the code, each server element enabling the deployable object to execute on a particular server and outputting a launchable object; and
                a launcher list of at least one client element to determine one of a plurality of client applications for launching the code on the one of the plurality of servers.

33.   (Previously Presented) The method of claim 32 wherein the step of maintaining comprises at least one of:
        generating a respective element;
        adding a respective element;
        configuring a respective element; and
        deleting a respective element from at least one of the view list, server list and launcher list.

34.   (Canceled)

35.   (New) The computer readable media of claim 29, further comprising:

       perform a compatibility test of the input object, deployable object, and launchable object
prior to processing the input object;

       display a result of the compatibility test to a user.